

# Storytelling

*What stories can inspire us or help us rethink a better future?*

... Inspire players for a better future and show them ways to make a difference.

... Use [Solarpunk](#) as a source of inspiration for future narratives. (e.g. [Pawel's story prompts](#), [Solarpunk RPG Factions Draft](#))

3. *At its core, Solarpunk is a vision of a future that embodies the best of what humanity can achieve: a post-scarcity, post-hierarchy, post-capitalistic world where humanity sees itself as part of nature and clean energy replaces fossil fuels.*<sup>1)</sup>

... Games can raise awareness of one or more of the 17 Sustainable Development Goals.

... Creating empathy and awareness for the more-than-human-world <sup>2)</sup> (Multi-Species-Storytelling)

... Create a diverse voice of non-privileged groups

... be realistic, no high fantasy

13. *Solarpunk recognizes science fiction as not just entertainment but as a form of activism.*

<sup>1)</sup>

Solarpunk Manifesto, <https://iandennismiller.github.io/solarpunk/manifesto/english.html>

<sup>2)</sup>

[https://en.wikipedia.org/wiki/David\\_Abram#The\\_more-than-human\\_world](https://en.wikipedia.org/wiki/David_Abram#The_more-than-human_world)

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